

Card #	Ninja Recruit	Ninja Master	Card #	Ninja Recruit	Ninja Master
1)	5 hours	9	41)	5 assignments	no, he'll finish at 5:00
2)	7 animals	72 pitches	42)	6 outfits	38 cards
3)	4 corners	6 seconds	43)	40 cupcakes	\$35.05
4)	4 comic books	21 minutes 15 seconds	44)	3 hours	\$6,000
5)	3 ninja stars	2 hours 24 minutes	45)	24 nails	4 1/2 pounds
6)	6 people	40 cents per sheet	46)	1:31 pm	\$200.97
7)	10 photos	30 seconds	47)	5 seconds	\$563.22
8)	8 insects	\$187.50	48)	12 pieces of food	5:15 am
9)	5 bottles of water	16 books	49)	13 animals	72 inches; 6 feet
10)	10 hours	27 months	50)	3 blue swords	10 images
11)	1 and a half hours	240 hours	51)	7 traps	65 miles
12)	35 cents	4 packs of ninja stars	52)	8 corners	260 calories
13)	3 friends	\$38.50	53)	23 cents	71 swords
14)	7 o'clock	10 tins of tea	54)	12 legs	12 rows
15)	7 rows of vegetables	10 movies	55)	Saturday	3,114 boxes
16)	14 socks	\$15.25 per uniform	56)	3 hours	32 rows
17)	4 more books	Approx. \$1.50	57)	8 ounces	\$22 per month; \$242
18)	9 friends	4 hours of exercise	58)	10, 12	true
19)	7 people	\$75	59)	5	\$21
20)	7 years older	\$13.00	60)	4 problems	26 degrees
21)	11 friends*	50 words	61)	9 corners	30 classmates
22)	500 swords	he'll need to run	62)	3 oatmeal cookies	\$273.52
23)	500 swords	he'll need to run	63)	4 fish	2,060 words
24)	1 minute and 15 seconds	15 minutes	64)	1 more egg	\$320
25)	12 shoelaces	1 question	65)	10 cents	no, he will need 20 paperclips
26)	5 strings	12 miles	66)	14, 19, 27, 40	A new set would be cheaper by \$5
27)	9, counting Seigi	16 skeins	67)	8 ninja stars	7 times
28)	3 kittens	6 sides	68)	a sword	14 colors will be used twice
29)	20 utensils	652 miles per hour	69)	2 ninjas	22 years old
30)	7 kites	208 stripes	70)	6 flowers were yellow	\$1,950
31)	3 exhibits	\$1,064 profit	71)	6 tigers	19 cupcakes
32)	4 eggs	\$1.35 each	72)	2 trees	4 minutes per block
33)	6 flies	4 sides	73)	\$150 more	5 packs of gum
34)	2 houses	ninja star	74)	61 berries	45 hours
35)	July 7th	27, 33, 29	75)	\$10 left	2 kids in 3 bedrooms and 1 kid alone in a bedroom
36)	3 people	\$157.59	76)	39 seconds	225 watts
37)	10 snowballs	16 houses	77)	3 grades	76 coins in each
38)	no money left, \$0	\$53	78)	13 windows	2 cookies each with 4 left over
39)	75 minutes	13 sets	79)	25, 30	7:30 am
40)	3 people	\$31.94	80)	2 fewer matches	14 students (counting Noa)

How to play...

NUMBER NINJAS!

What's in the Box?

3 Ninja Recruit Red Dice, 3 Ninja Master Blue Dice, Game Board, 4 Ninja Pawns and White Character Stands, 16 Quest Items, 3 Traps, the Golden Dragon and a Gold Character Stand, and 80 Ninja Challenge Cards.

2-4 Players
 Ages 7+
 Avg. Game 30 min.

Object of the Game

To be the first Ninja to get all four Quest Items by successfully completing four Ninja Challenges in the four different areas of the game board. Once all four Quest Items have been earned, race to the Golden Dragon to win the game!

Setting up the Game

- 1 Remove the 16 Quest Items, the 3 Traps, and the Golden Dragon from the printed card.
- 2 Stack four of each Quest Item on the game board on the matching space.
- 3 Place the 3 Traps near the game board.
- 4 Insert the Golden Dragon firmly into the gold character stand. Place this in the center of the game board on the Golden Dragon space.
- 5 Shuffle the Ninja Challenge cards and place them face down near the game board.
- 6 Place the red and blue sets of dice near the game board.
- 7 Each player selects a Ninja pawn and places it in a white character stand.
- 8 Each player places their Ninja pawn on one of the Start spaces in each corner. One Ninja per Start space.



Quest Items



Golden Dragon



Traps

TELL US WHAT YOU THINK!

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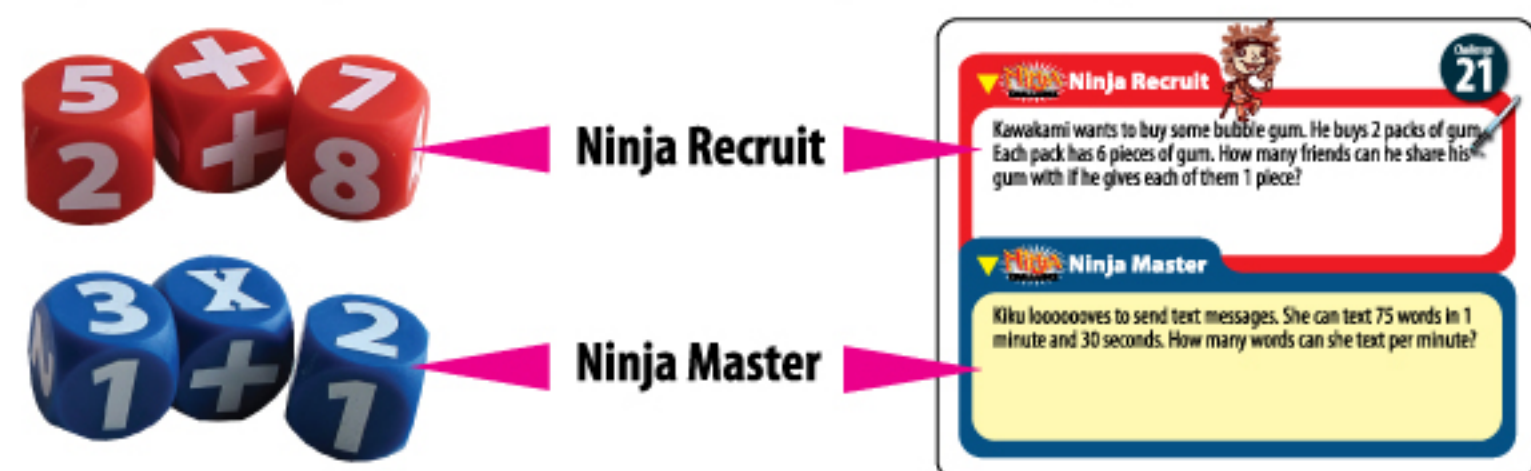


ARE YOU A NINJA RECRUIT OR A NINJA MASTER? CHOOSE ONE BEFORE YOU START!

Before starting the game decide if you want to play as a Ninja Recruit or a Ninja Master. Ninja Recruits only have to do addition and subtraction when rolling the dice. The Ninja Master dice have addition, subtraction, and multiplication. The Ninja Master can potentially move faster across the game board but the Ninja Challenges are much more difficult. So, choose wisely, grasshopper!

If you choose Ninja Recruit, then you will play using the **red** dice and by solving the **red** Ninja Recruit problems on the Ninja Challenge cards.

If you choose Ninja Master, then you will play using the **blue** dice and by solving the **blue** Ninja Master problems on the Ninja Challenge cards.



Can't decide what level to play?

Try Ninja Recruit first, then move on to Ninja Master for the next game if it is too easy.

WHAT TO DO ON YOUR TURN

When starting the game the **YOUNGEST** player goes first.

- 1 Begin your turn by rolling either the **red** Ninja Recruit or **blue** Ninja Master dice (see above). Add, subtract, or multiply the dice as shown and move your Ninja pawn that many spaces (i.e., if you roll $3 + 2$, then add these up and move 5 or if you roll 2×1 then multiply and move 2).

Note: If you roll a "-" symbol then you should always subtract the smaller number from the larger number. It is possible to roll a subtraction problem where the answer is zero. In this case, you do not move. Your turn is over.

- 2 When moving your Ninja pawn, you cannot land on or touch the same space twice in a single turn. It is permissible to share a space with another Ninja and to go through or over another player's pawn.
- 3 When moving your Ninja pawn you cannot move through a Trap that was placed on the game board (even if you placed the Trap). You must go around the Trap. If you are blocked from an area because of a Trap you must land on a Remove Trap space and remove the Trap first.
- 4 If you land on a Ninja Challenge space, Place Trap, or Remove Trap space then follow the instructions on the opposite page.
- 5 Otherwise, your turn is now over and it is the next player's turn going clockwise.

SPECIAL SPACES



Ninja Challenge Spaces

When you land on a Ninja Challenge space, draw a Ninja Challenge card. If you are playing as a Ninja Recruit then you will read the **red** Ninja Challenge out loud while the Ninja Masters will read the **blue** Ninja Challenge out loud. Now try to solve the problem. If needed, you can use paper and pencil to help you solve the Ninja Challenge. The answers for all Ninja Challenges are on the back of this rule sheet.

If you get the Ninja Challenge correct then you will take one of the Quest Items next to the Ninja Challenge space you landed on. If you already have this same Quest Item, do not take another. Your turn is now over.

If you get the Ninja Challenge wrong then your turn is over and you can try again on your next turn without rolling the dice.



Place Trap!

If you land on this space then place a Trap (that is not already on the game board) on any empty game board space (you cannot place Traps on Ninja Challenge spaces). Use this Trap to block your opponent! Once a Trap is placed, no one can pass through, land on, or go over a Trap when it is on the game board. You must go around this space if you can. So, place these carefully on the game board!

If all the Traps have been placed on the game board already then your turn is over.



Remove Trap!

If you land on this space then remove one Trap of your choice from the game board and place it to the side. This removed Trap can be placed again when a player lands on the Place Trap space again.

If there are no Traps to remove then your turn is over.

WINNING THE GAME



The Golden Dragon sits in the center of the game board and is a very special treasure. You cannot enter the Golden Dragon space unless you have successfully completed four Ninja Challenges in the four areas of the game board earning the four unique Quest Items.

Once you have earned the four unique Quest Items then race to the Golden Dragon to earn your treasure. The first player to land on the Golden Dragon space and have all four unique Quest Items wins the game!

OPTIONAL VARIATION: After the winner is declared, the other players can keep playing to determine who can finish in 2nd, 3rd, or 4th place!

